

KEYCHAIN CLASSICS[®]

CENTIPEDE

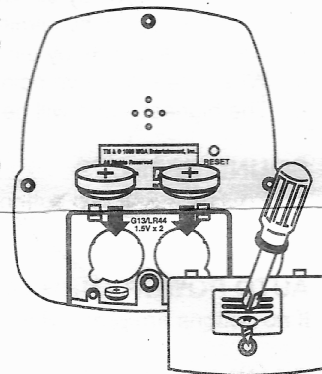
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INTRODUCTION

MGA's Keychain CENTIPEDE allows you to play arcade style CENTIPEDE anywhere-anytime. Please read through the following instructions so that you will fully understand the game play.

INSTALLATION OF BATTERIES

- Unscrew the battery cover
- Insert 2 XG13/LR44 - 1.5V button cell batteries with the positive (+) and negative (-) ends facing in the proper direction as indicated in the battery compartment.
- Screw and replace the cover. (see the illustration of battery replacement)

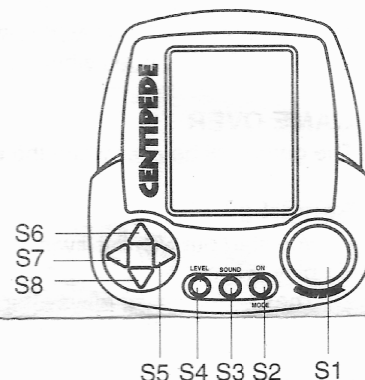
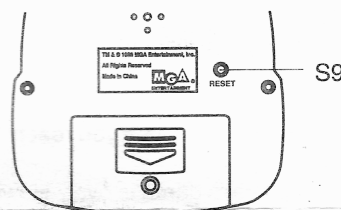


BATTERY PRECAUTIONS

- Non-rechargeable batteries are not be recharged.
- Do not use rechargeable battery.
- Battery are to be inserted with the correct polarity.
- Exhausted battery are to be removed from the toy.
- The supply terminals are not to be short-circuited.
- Different types of batteries or new and use batteries are not to be mixed.
- Use G13 alkaline batteries for best performance and longer life.
- Only batteries of the same or equivalent types as recommended are to be used.
- Installation of batteries should be done by adult.

FUNCTION OF BUTTONS

- S1 = START/ATTACK
- S2 = ON/MODE
- S3 = SOUND
- S4 = LEVEL
- S5 = RIGHT
- S6 = UP
- S7 = LEFT
- S8 = DOWN
- S9 = RESET



OBJECTIVE

Centipede starts out in a magical mushroom patch. All you want to do is take a nap but the local insects mount an attack to disturb your peace. Your only defense is the bug zapper and you'll need it to fight off the relentless centipedes, falling fleas, pouncing spiders, and poisonous scorpions.

CHARACTER

Mushroom



Centipede
Body Segment



Scorpion



Flea



Spider



Bug Zapper
(Player)



Bullet



TO START

- Press ON/MODE button to turn the game on to enter into Demo Mode.
- Press START/ATTACK button to begin the one-player game at level 1.
- To select two-player game, press ON/MODE button before beginning the game.
- You may terminate the game anytime by pressing ON/MODE button. The unit will return to Demo mode once the ON/MODE button has been pressed.

TO CHANGE LEVELS

- There are 5 levels of difficulty in this game.
- To change levels, press LEVEL button to choose from levels 1 to 5 before beginning the game.
- The game will go to the next level automatically, if you successfully eliminate the entire centipede.

TO PLAY

Playing Centipede is easy. Use the UP, DOWN, LEFT or RIGHT buttons to position the bug zapper and press the START/ATTACK button to fire.

Don't let centipedes, fleas, or spiders touch your bug zapper. An insect collision costs you one life.

- Press the UP, DOWN, LEFT or RIGHT buttons to position the bug zapper.

- Press the START/ATTACK button to fire.

TO SCORE

- Gain 50 points by eliminating one Mushroom.
- Gain 100 points by eliminating one Centipede Body Segment.
- Gain 200 points by eliminating one Flea.
- Gain 500 points by eliminating one Spider.
- Gain 1,000 points by eliminating one Scorpion.
- When the maximum points of 99,900 is reached, you win the game and the game will be over.
- The highest score will be contained on the screen throughout the demo mode.

SOUND EFFECTS

- Press the SOUND button anytime during the game to turn the sound on or off.
- When the sound is on, sound icon will appear on the screen.

AUTO POWER TURN OFF

If no buttons are pressed for about 4 minutes, the game will automatically turn off.

GAME STATUS MEMORY FUNCTION

If the unit is turned off during the game, the unit will keep the status of the game in memory. You may resume play in progress the START/ATTACK button after the unit has been turned on again. The entire screen flashes to indicate that the game can be continued when the unit is turned on again.

GAME OVER

The game will be over when the player loses all 5 lives (or Bug Zappers).

Remarks:

- You start out with five lives or Bug Zappers. Each time you reach 10,000 points you get a bonus Bug Zapper so you can play longer.
- The second player plays after the first player's game is over. However, you may check and compare the score between the first player and the second player by pressing the CHECK button after the second player's game is over.

RESET

Press the RESET key with a sharp point device if the game does not work properly. This will reset the game in the game demonstration mode and the highest score record will also be reset.

Please keep this Instruction Manual since it contains important information.

LIMITED 90 DAY WARRANTY

MGA Entertainment warrants to the original consumer purchaser this product that the product will be free from defects in material or workmanship for a period of 90 days from the date of original purchase.

This warranty does not cover damages resulting from misuse, improper or abnormal usage, negligence, leaking batteries, improper service or other causes not arising from defects in material or workmanship.

During this 90 day warranty period, the product will be either repaired or replaced (at MGA's option) at no charge to the purchaser, when returned to either the retailer with its original sales receipt (containing date of purchase) or to MGA.

The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the product.

All product returned to MGA must be shipped prepaid and insured for loss or damage to:

MGA Entertainment
Repair Department
16730 Schoenborn Street
North Hills, CA 91343-6122

Any returned product should be carefully packed in packing material sufficient to avoid damage during shipment. Please include a written description of the defect, a copy of the original sales receipt (containing date of purchase) and your printed name, address and telephone number.

Some states do not allow limitations on how long an implied warranty last or the exclusion of incidental or consequential damages, so the above limitations may not apply to you. This warranty gives you specific rights and you may also have other rights which vary from state to state.

This warranty is only valid within the United States and Canada.



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